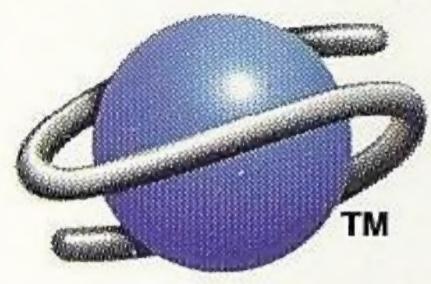


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SATURN



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FOR PLAY ON THE SEGA SATURN® SYSTEM.



T-1222H

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- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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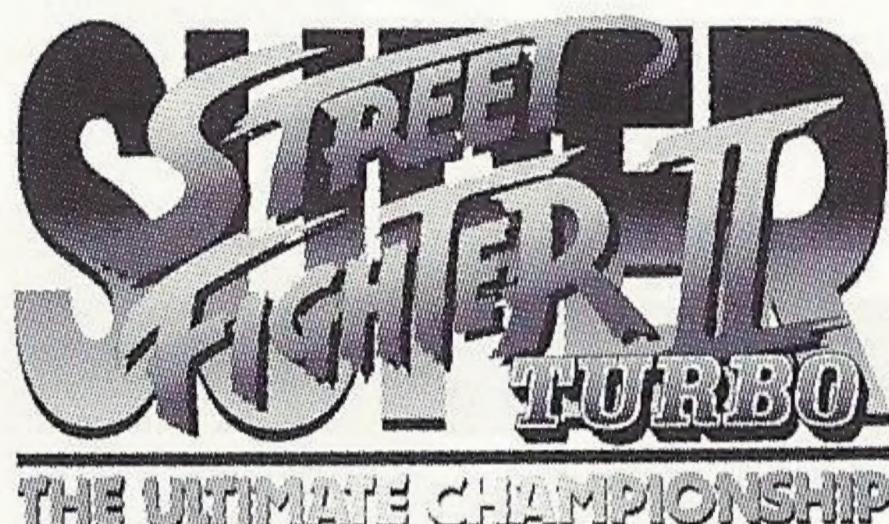
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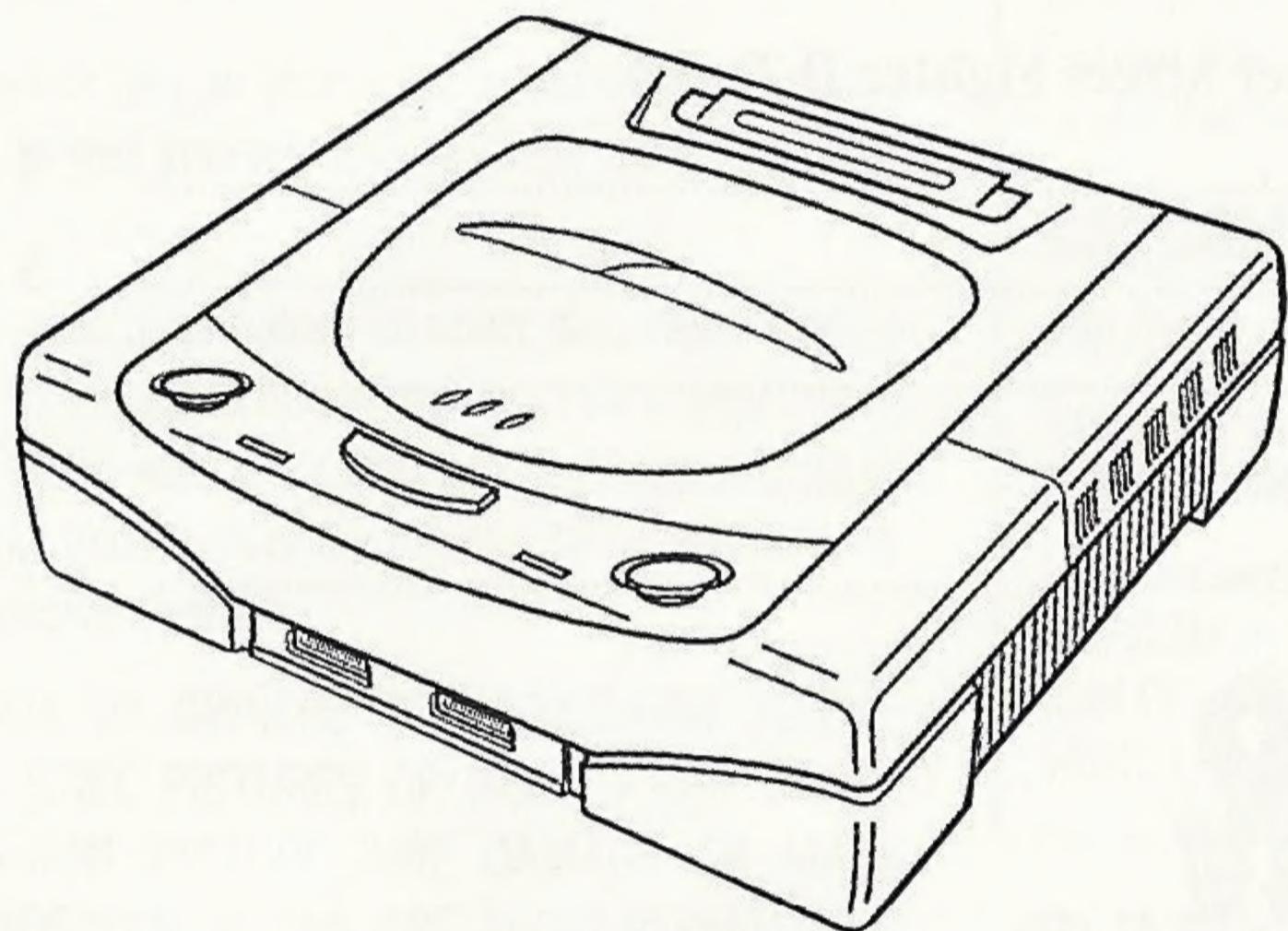
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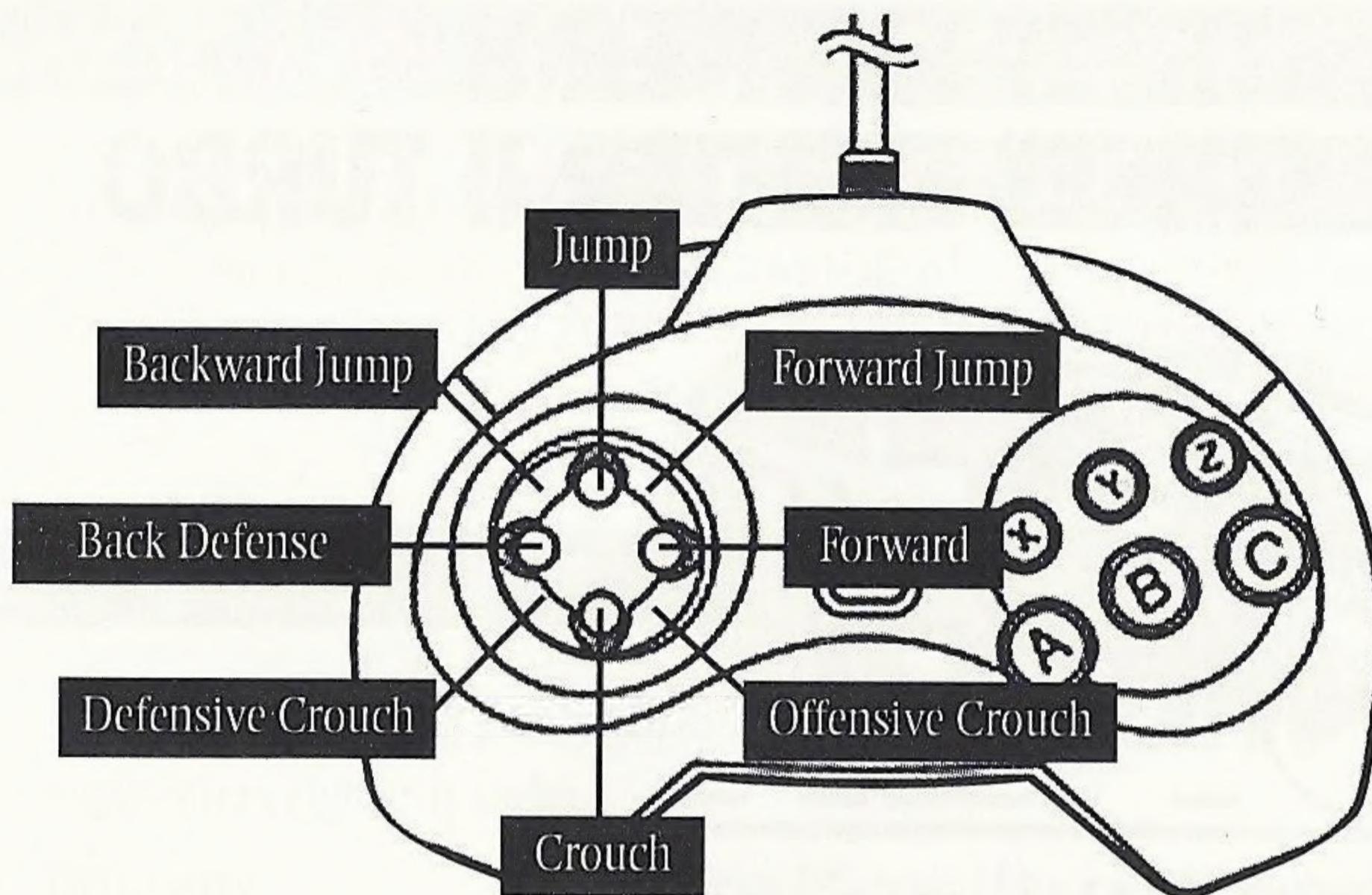
# GAME SETUP

Set up your Sega Saturn game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert either STREET FIGHTER COLLECTION disc and close the disc cover. Insert game controllers and turn on the Sega Saturn game console. Follow the on-screen instructions to start a game.

# BASIC CONTROLS



	DISC 1	DISC 2
BUTTON	FUNCTION	FUNCTION
START BUTTON	Starts Game Pauses Game Joins in for Second Player	Starts Game Pauses Game Joins in for Second Player
DIRECTIONAL BUTTON	Highlights Game Mode (See Mode Select Screen)  Changes Settings (See Option Mode)  Moves Character	Highlights Game Mode (See Mode Select Screen)  Changes Settings (See Option Mode)  Moves Character
A BUTTON	Opens Pause Menu Selects Menu Item	Opens Pause Menu Selects Menu Item
C BUTTON	Opens Pause Menu Selects Menu Item	Opens Pause Menu Selects Menu Item
Hold A, B and C Buttons simultaneously, then press Start	Resets Game	Resets Game



*Important Note: The diagram shows the Directional Button positions for a player facing the right. The controls are reversed when facing the left.*

## X BUTTON

---

Light Punch (Jab)

## A BUTTON

---

Light Kick (Short)

## Y BUTTON

---

Medium Punch

## B BUTTON

---

Medium Kick

## Z BUTTON

---

Hard Punch (Fierce)

## C BUTTON

---

Hard Kick (Roundhouse)

## L BUTTON

---

3P

## R BUTTON

---

3K

# **SUPER STREET FIGHTER II**

# **SUPER STREET FIGHTER II TURBO**



**The New Challengers**



**THE ULTIMATE CHAMPIONSHIP**

After loading Disc 1, press the Start button to bring up the STREET FIGHTER COLLECTION title screen. Then press the Start button to bring up the Game Select screen. Highlight either game and press the Start, A or C buttons to select the game. The intro sequence for the game will start. Press the Start button to bring up the game's title screen. Press the Start, A or C buttons again to bring up the Mode Select screen.

To exit one game and play the other, from the game's title screen press and hold the A, B and C buttons simultaneously. Then press the Start button. This will return you to the Street Fighter Collection title screen.

## **ARCADE MODE**

After selecting this 1 player mode from the Mode Select screen of either game, highlight a character and press a button to select it. You can select character color depending on which button you use to select the character. If SPEED is set to FREE in the OPTION MODE of Super Street Fighter II Turbo, choose between 3 levels of TURBO speed after selecting your character (see page 16). You will battle each character in the Super Street Fighter tournament. If you are good enough, you may reach the finals.

To join in with a 2nd player and fight a single match, simply press the Start button on the Player 2 controller, then select a character.

## VS. MODE

This mode allows you to have single 2-player matches. Select each character and color in the same manner as ARCADE MODE. Also, in Super Street Fighter II Turbo, choose between 3 levels of TURBO speed. After the match ends, you will be able to choose 2 new characters if you desire.

## OPTION MODE

The OPTION MODE for both games are identical, except for the SPEED option in Super Street Fighter II Turbo.

<b>Difficulty</b>	Adjust 8 levels of difficulty, with more stars being more difficult. Level 4 is default.
<b>Time Limit</b>	Turn the time limit on each round to ON or OFF
<b>Speed (SSFII TURBO only)</b>	Choose between FREE (choose from 3 levels in game), T0 (slow), T1, T2 or T3 (fast)
<b>Shortcut</b>	Select between ON or OFF. If you select ON, this is the quick start mode
<b>Sound</b>	Choose between STEREO and MONAURAL, depending on your system
<b>BGM Test</b>	Use the Directional button to change the number, then press the A button to hear the Background Music theme. Stop the theme with the B button.
<b>Button Config.</b>	Adjust your functions for gameplay.
<b>Screen Adjust</b>	Use the Directional button to adjust the location of the game on your monitor.

## BACKUP-MEMORY CARD

### SAVE DATA

This allows you to save your OPTION MODE settings and HI-SCORE data to your Saturn internal memory. STREET FIGHTER COLLECTION uses 1 memory file.

To save your game select BACKUP from the Mode Select screen, then press the Start, A or C buttons. Highlight SAVE DATA then press the Start, A or C button to select SAVE DATA. Your game will automatically save your settings. Follow the on-screen instructions to return to the OPTION MODE.

## LOAD DATA

After saving to memory, you can LOAD your settings and play with those settings intact. Select BACKUP from the Mode Select screen and highlight LOAD DATA. Press the Start, A or C buttons to select LOAD DATA, and your saved data will automatically load. Follow the on-screen instructions to return to the Mode Select screen.

## THE NEW CHALLENGERS

A short list of moves beyond the basic punches and kicks appears here and also in The Alpha Warriors, pages 18-24.

*Note: Moves from SUPER STREET FIGHTER II not listed in SUPER STREET FIGHTER II TURBO are still available.*

The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

Key	=	P	—	Any Punch button
		K	—	Any Kick button
		LP	—	Light Punch button
		MP	—	Medium Punch button
		HP	—	Hard Punch button
		LK	—	Light Kick button
		MK	—	Medium Kick button
		HK	—	Hard Kick button
		2P	—	Any 2 Punch buttons simultaneously
		3P	—	All 3 Punch buttons simultaneously
		2K	—	Any 2 Kick buttons simultaneously
		3K	—	All 3 Kick buttons simultaneously

## SUPER COMBOS

Each time you execute normal moves and special moves, your Super Combo gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos.

# THE NEW CHALLENGERS

## AKUMA

### SUPER TURBO

Gou-hadoken	<b>↓←→+P</b>
Zankuu-hadoken	When in air, <b>↓←→+P</b>
Go-shoryuken	<b>→↓←+P</b>
Tatsumaki-zanku-kyaku	<b>↓←→+K</b>



## BALROG

### SUPER

Straight Dash Punch	Hold <b>←</b> for 2 seconds, then press <b>→+P</b>
Dashing Uppercut	Hold <b>←</b> for 2 seconds, then press <b>→+K</b>
Final Punch	Press and hold <b>3P or 3K</b> for 2 Seconds, then release
Buffalo Head Butt	Hold <b>↓</b> for 2 seconds, then press <b>↑+P</b>

### SUPER TURBO

Final Punch	Press and hold <b>3P or 3K</b> for 2 Seconds, then release
Buffalo Head Butt	Hold <b>↓</b> for 2 seconds, then press <b>↑+P</b>
Ground Dashing Punch	Hold <b>←</b> for 2 seconds, then press <b>↑+P</b>
Ground Dashing Upper Punch	Hold <b>←</b> for 2 seconds, then press <b>↑+K</b>

### SUPER COMBO

Crazy Buffalo	Hold <b>←</b> for 2 seconds, then press <b>→←→+P</b>
---------------	--



## BLANKA

### SUPER

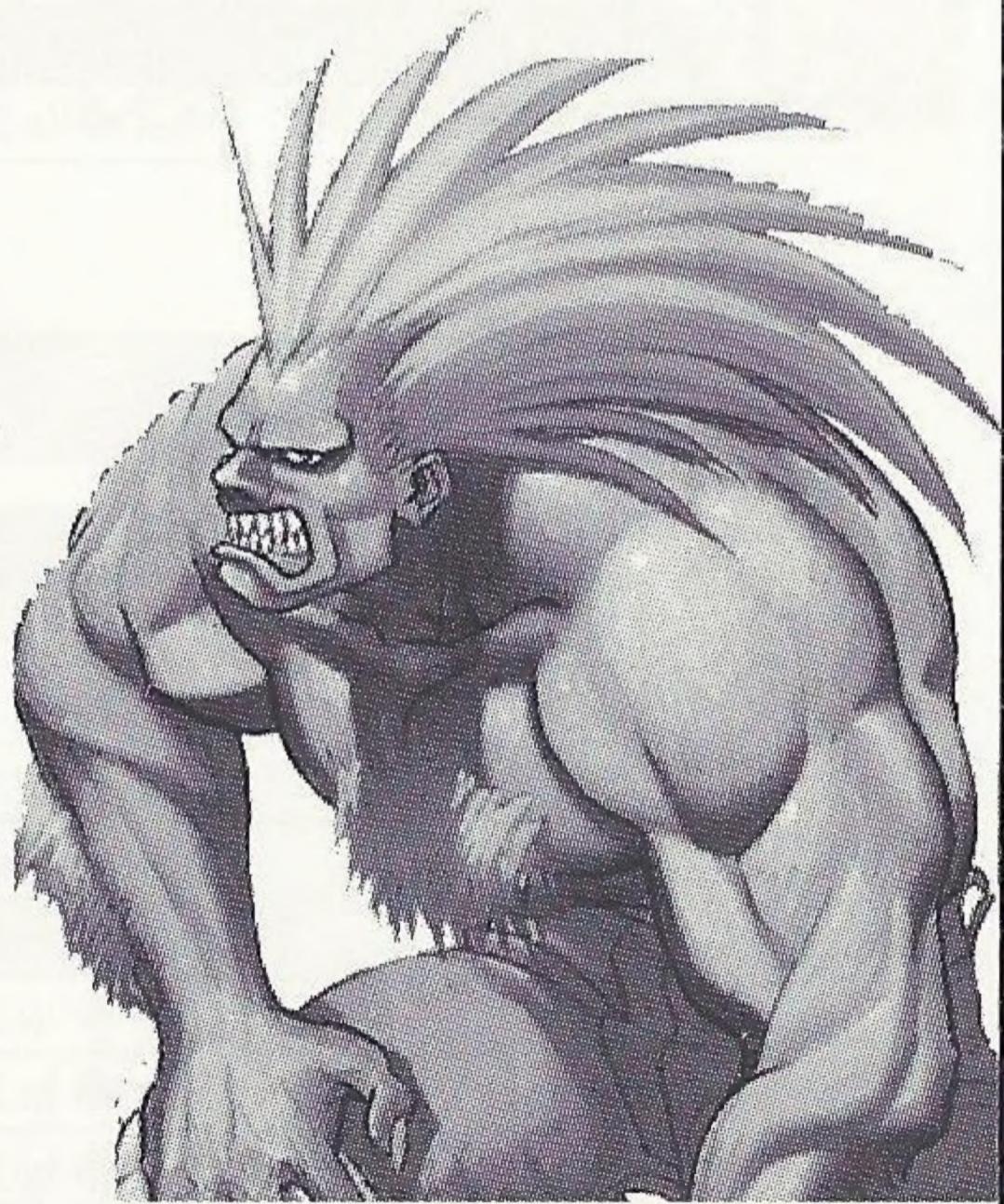
Rolling Attack	Hold <b>←</b> for 2 seconds, then press <b>→+P</b>
Electric Thunder	Press <b>P</b> repeatedly
Vertical Rolling Attack	Hold <b>↓</b> for 2 seconds, then press <b>↑+K</b>
Beast Roll	Hold <b>←</b> for 2 seconds, then press <b>→+K</b>

### SUPER TURBO

Surprise Backward Attack	Press <b>←+3K</b>
Surprise Forward Attack	Press <b>→+3K</b>
Rock Crush	Press <b>← or →+MP</b>
Amazon River Dash	Press <b>↑+HP</b>

### SUPER COMBO

Ground Sweep Rolling Attack	Hold <b>←</b> for 2 seconds, then press <b>→←→+P</b>
-----------------------------	--



# CAMMY

## SUPER

Front Kick	Press $\blacktriangleright \blacktriangledown \blacktriangleleft + K$
Cannon Drill	Press $\blacktriangledown \blacktriangleleft \blacktriangleright + K$
Spinning Knuckle	Press $\blacktriangleleft \blacktriangledown \blacktriangleright \blacktriangleleft + P$
Crouching Sweep Kick	Press $\blacktriangledown + HK$

## SUPER TURBO

Front Kick	Press $\blacktriangleright \blacktriangledown \blacktriangleleft + K$
Cannon Drill	Press $\blacktriangledown \blacktriangleleft \blacktriangleright + K$
Spinning Knuckle	Press $\blacktriangleleft \blacktriangledown \blacktriangleright \blacktriangleleft + P$
Hooligan Combo	Press $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangleleft + P$ , then while in air press $K$

## SUPER COMBO

Spin Drive Smasher	Press $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft + K$
--------------------	---



# CHUN-LI

## SUPER

Lightning Kick	Press $K$ repeatedly
Spinning Bird Kick	Hold $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + K$
Kikou ken	Hold $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Kaku kyaku raku	Press $\blacktriangleleft + MK$

## SUPER TURBO

Spinning Air Kick	Hold $\blacktriangleleft$ for 2 seconds, then $\blacktriangleright + K$
Kaku kyaku raku	Press $\blacktriangleleft + MK$
Yosou kyaku	When near opponent, press $\blacktriangledown + HK$
Kouhou kaiten kyaku	Press $\blacktriangleleft + HK$

## SUPER COMBO

Senretsu kyaku	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright \blacktriangleleft \blacktriangleright + K$
----------------	---



# DEE JAY

## SUPER

Hyper Fist	Press $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + P$
Double Dread Kick	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + K$
Max Out	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Knee Shot	While in air, press $\blacktriangledown + K$

## SUPER TURBO

Hyper Fist	Press $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + P$
Double Dread Kick	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + K$
Max Out	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Maximum Jackknife	Press $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + K$

## SUPER COMBO

Dread Carnival	Press $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright \blacktriangleleft \blacktriangleright + K$
----------------	---



# DHALSIM

SUPER	
Yoga Teleport	Press $\blacktriangleright\blacktriangledown\blacktriangleleft + 3P$ or $3K$
Yoga Fire	Press $\blacktriangledown\blacktriangleleft\blacktriangleright + P$
Yoga Flame	Press $\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright + P$
Drill Kick	While in air, press $\blacktriangledown + HK$
SUPER TURBO	
Yoga Teleport	Press $\blacktriangleright\blacktriangledown\blacktriangleleft + 3P$ or $3K$
Yoga Fire	Press $\blacktriangledown\blacktriangleleft\blacktriangleright + P$
Yoga Flame	Press $\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright + P$
Yoga Blast	Press $\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright + K$
SUPER COMBO	
Yoga Inferno	$\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright + P$



# E. HONDA

SUPER	
Sumo Head Butt	Hold $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright + P$
Hundred Hand Slap	Press $P$ repeatedly
Sumo Smash	Hold $\blacktriangledown$ for 2 seconds, then press $\blacktriangleup + K$
Flying Sumo Press	While in the air, press $\blacktriangledown + MK$
SUPER TURBO	
Ouicho nage	$\blacktriangleright\blacktriangleleft\blacktriangledown\blacktriangleleft\blacktriangleright + P$
Knee Kick	While near opponent, press $\blacktriangleright$ or $\blacktriangleleft + HP$
Flying Sumo Press	While in the air, press $\blacktriangledown + MK$
Harai keri	Press $\blacktriangleright$ or $\blacktriangleleft + HK$
SUPER COMBO	
Onimusou	Hold $\blacktriangleleft$ for 2 seconds, then press $\blacktriangleright\blacktriangleleft\blacktriangleright + K$



# FEI-LONG

SUPER	
Rising Dragon Kick	Press $\blacktriangleleft\blacktriangledown\blacktriangleup + K$
Rekka Ken	$\blacktriangledown\blacktriangleleft\blacktriangleright + P$ (can be done 3 times successively)
Roundhouse Hop	Press $\blacktriangleright + HK$
Forward Hop	Press $\blacktriangleleft$ or $\blacktriangleright + MK$
SUPER TURBO	
Rising Dragon Kick	Press $\blacktriangleleft\blacktriangledown\blacktriangleup + K$
Rekka Ken	$\blacktriangledown\blacktriangleleft\blacktriangleright + P$ (can be done 3 times successively)
Rekkukyaku	Press $\blacktriangleleft\blacktriangledown\blacktriangleleft\blacktriangleright\blacktriangledown + K$
Roundhouse Hop	Press $\blacktriangleright + HK$
SUPER COMBO	
Rekkashinken	$\blacktriangledown\blacktriangleleft\blacktriangleright\blacktriangledown\blacktriangleleft\blacktriangleright + P$



# GUIDE

SUPER	
Sonic Boom	Hold ← for 2 seconds, then press → + P
Somersault Kick	Hold ↓ for 2 seconds, then press ↑ + K
Reverse Spin Kick	Hold ← or → toward opponent, then press MK
Spinning Back Knuckle	Press → + HP
SUPER TURBO	
Sonic Boom	Hold ← for 2 seconds, then press → + P
Somersault kick	Hold ↓ for 2 seconds, then press ↑ + K
Reverse Spin Kick	Hold ← or → toward opponent, then press MK
Knee Berzerker	Press ← or → + HK
SUPER COMBO	
Double Somersault Kick	Hold ← for 2 seconds, then press ← ↑ ↓ + K



# KEN

SUPER	
Fireball	Press ↓←→ + P
Dragon Punch	Press →↓← + P
Hurricane Kick	Press ↓←→ + K
Air Hurricane Kick	When in air, press ↓←→← + K
SUPER TURBO	
Dragon Punch	Press →↓← + P
Kamabari keri	Press ↓←→ + K
Nataoshi keri	Press →←↓ + K
Soto mawashi keri	Press ←↑↓←→ + K
SUPER COMBO	
Shoryu-reppa	Press ↓←→↓← + P



# M. BISON

SUPER	
Psycho Crusher	Hold ← for 2 seconds, then press → + P
Double Knee Press	Hold ← for 2 seconds, then press → + K
Head Press	Hold ↓ for 2 seconds, then press ↑ + K
Somersault Skull Diver	After performing Head Press, press P repeatedly
SUPER TURBO	
Psycho Crusher	Hold ← for 2 seconds, then press → + P
Double Knee Press	Hold ← for 2 seconds, then press → + K
Head Press	Hold ↓ for 2 seconds, then press ↑ + K
Double Reverse	Press ↓ for 2 seconds, then press ↑ + P
SUPER COMBO	
Knee Press Nightmare	Press ← for 2 seconds, then press →←→+ K



# RYU

## SUPER

Fireball	Press ↓→↑↘ + P
Dragon Punch	Press →↓↓↗ + P
Hurricane Kick	Press ↓→↑↖ + K
Fire Hadoken	Press ←→↓↘↗ + P

## SUPER TURBO

Fireball	Press ↓→↑↘ + P
Dragon Punch	Press →↓↓↗ + P
Hurricane Kick	Press ↓→↑↖ + K
Air Hurricane Kick	When in air, press ↓→↑↖ + K

## SUPER COMBO

Shinku hadoken	Press ↓→↑↘↓↙↗ + P
----------------	-------------------



# SAGAT

## SUPER

Tiger Uppercut	Press →↓↓↗ + P
Tiger Shot	Press ↓→↑↘ + P
Ground Tiger Shot	Press ↓→↑↗ + K
Tiger Knee Crush	Press ←→↓↘↗↖ + K

## SUPER TURBO

Tiger Uppercut	Press →↓↓↗ + P
Tiger Shot	Press ↓→↑↘ + P
Ground Tiger Shot	Press ↓→↑↗ + K
Tiger Knee Crush	Press ←→↓↘↗↖ + K

## SUPER COMBO

Tiger Genocide	Press ↓→↑↘↓↙↗ + P
----------------	-------------------



# T. HAWK

## SUPER

The Hawk	When in air, press 3P
Storm Hammer	360-degree motion + P
Thunderstrike	Press →↓↓↗ + P
Heavy Body Press	When near opponent, press ↓ + HP

## SUPER TURBO

The Hawk	When in air, press 3P
Storm Hammer	360-degree motion + P
Thunderstrike	Press →↓↓↗ + P
Heavy Body Press	When near opponent, press ↓ + HP

## SUPER COMBO

Double Typhoon	360-degree motion twice + P
----------------	-----------------------------



# VEGA

SUPER	
Flying Barcelona Attack	Hold <b>↓</b> for 2 seconds, then press <b>↑ + K</b> . Follow up with <b>P</b>
Claw Dive	Hold <b>↓</b> for 2 seconds, then press <b>↑ + K</b> . Follow with <b>← or → + P</b>
Claw Roll	Hold <b>←</b> for 2 seconds, then press <b>→ + P</b>
Claw Thrust	Hold <b>↓</b> for 2 seconds, then press <b>↑ + P</b>
SUPER TURBO	
Flying Barcelona Attack	Hold <b>↓</b> for 2 seconds, then press <b>↑ + K</b> . Follow with <b>P</b>
Claw Dive	Hold <b>↓</b> for 2 seconds, then press <b>↑ + K</b> . Follow with <b>← or → + P</b>
Claw Thrust	Hold <b>↓</b> for 2 seconds, then press <b>↑ + P</b>
Backslash	Press <b>3P</b>
SUPER COMBO	
Rolling Claw Dive	Hold <b>↓</b> for 2 seconds, then press <b>◀ ▶ ▶ + K</b> . While in air, press <b>← or → + P</b>



# ZANGIEF

SUPER	
Spinning Piledriver	360-degree motion + <b>P</b>
Double Lariat	<b>3P or 3K</b>
Siberian Suplex	360-degree motion + <b>K</b>
Flying Body Press	When in air, press <b>↓ + HP</b>
SUPER TURBO	
Spinning Piledriver	360-degree motion + <b>P</b>
Double Lariat	Press <b>2P or 2K</b>
Siberian Suplex	360-degree motion + <b>K</b>
Banishing Fist	Press <b>→ ← ↓ + P</b>
SUPER COMBO	
Final Atomic Buster	360-degree motion twice + <b>P</b>



# STREET FIGHTER ALPHA 2 GOLD



## GAME MODES

There are 4 modes of play and 2 setup modes for Street Fighter Alpha 2 Gold. After a battle, the win/loss screen appears. At the continue screen, press the Start button before the time reaches zero in order to continue. To bypass the continue screen and end the game, press any button other than the Start button. (*Note: Turning SHORTCUT to “on” in the OPTION MODE bypasses the Mode Select screen. See page 16 for more*)

To adjust your button configuration during gameplay, press the Start button to pause the game. Then press the A or C button to bring up the Pause Menu. Select KEY CONFIG from the menu to adjust your buttons, then EXIT when you are finished. Select QUIT to return to the Mode Select screen. When configuring your buttons, use the Directional button to highlight the function, then press the button you want to perform that function.

## ARCADE MODE

Select a Street Fighter character and fight your way through 8 other computer-controlled opponents. ARCADE is a one-player game, but a second player can join in at any time. Press the Start button on the opposite controller to join in. The Character Select screen will appear.

From the title screen, press the Start button to see the Mode Select menu. Use the Directional Button to highlight this mode, then press the Start, A or C buttons to select it. You will then see the Character Select screen. Use the Directional Button to highlight a character. When selecting a character, you may also change the color of your character depending on which button you press.

**MANUAL** You must perform all blocking functions, and Super Combos must be performed using the full instructions outlined in ALPHA WARRIORS (see page 18).

**AUTO** Auto mode offers 2 features:

**Simple Command** You can execute Super Combos by simply pressing 2 buttons simultaneously. Press Light Punch and Light Kick simultaneously for Super Combo #1. Press Medium Punch and Medium Kick for Super Combo #2, and press Hard Punch and Hard Kick for Super Combo #3. If your character has only 2 Super Combos, #2 is executed even if you enter the command for #3. Only Level 1 Super Combos are available in AUTO mode.

**Auto Guard** Your character will block automatically unless you are attacking. The number of available auto guards is unlimited.

*Note: Your opponent can block Super Combos in the air while you are in AUTO mode.*

## V.S. MODE

V.S. MODE is the classic 2-player contest. Use the Directional button to highlight this from the Mode Select screen and press the Start, A or C buttons to select it. You will then be presented with the Character Select screen. Select character, color, game speed and MANUAL/AUTO in the same manner as the ARCADE mode.

## SURVIVAL MODE

This one-player mode challenges your skill as a Street Fighter. Highlight and select a character as you would in ARCADE mode. Fight as far as you can in 1 round matches where your vitality level carries over to the next match. You are rated by time and hits, which add up to your recovery level. Your recovery level determines how much vitality you will recover for the next match.

When you finish the SURVIVAL mode or you lose a round, you can enter your name if you rank. When you lose, the Continue screen appears. Highlight CONTINUE to keep playing the SURVIVAL mode or EXIT to return to the Mode Select screen. Press the Start, A or C buttons to make your selection.

## TRAINING MODE

This mode allows you to study and practice special moves, Super Combos and Custom Combos. Your opponent will not block for the first hit, but will block for the following hit. Therefore you can easily determine if you can execute the combo successfully. After a certain amount of time, the opponent will not block your attack.

The Super Combo Level Gauge is fully charged, up to Level 3, and will be consumed as you execute Super Combos and Custom Combos. It will re-charge after a certain amount of time.

At first, select your character and your opponent character. The Training Main Menu will then appear. You will see the following options. Use the Directional button to highlight the option, and press the Start, A or C buttons to select it:

<b>NORMAL MODE</b>	Begins practice with these features: No Time Limits, opponent's vitality does not decrease when hit, and no combo replays
<b>RECORDING MODE</b>	Begins practice with these features: Time Limits applied, opponent's vitality decreases when hit; if opponent is KO'd, time runs out or combo is successful, a window will appear where you can choose to replay the combo or continue practice
<b>REPLAY</b>	Replay your training fight
<b>CHARACTER CHANGE</b>	Change your character and your opponent character
<b>ACTION</b>	You can choose opponent's action from following 3 options: STAND-character always stands; CROUCH-character always crouches; JUMP-character repeatedly jumps
<b>SPEED</b>	Select from 3 speeds
<b>GAUGE</b>	Changes amount of charged Super Combo meter
<b>EXIT</b>	Return to MAIN MENU
	If you press START button during practice, you pause gameplay and a window appears with the following options:
<b>CONTINUE</b>	Returns to practice
<b>KEY CONFIG</b>	Allows you to configure your control buttons
<b>MENU</b>	Returns to Main Menu
<b>QUIT</b>	Quits Training Mode

## AKUMA MODE

Think you can challenge evil to a fight? Try the AKUMA MODE! Select any character and battle Akuma on his terms. . . a whirlwind tour of all the battlegrounds in Street Fighter Alpha 2 Gold. If you defeat Akuma, you face him again in the next setting. Good luck. Akuma is out for revenge.

# OPTION MODE

Use the Directional button to highlight OPTION from the Street Fighter Alpha 2 Gold Mode Select screen and press the Start, A or C buttons to select it. Then use the Directional Button to highlight an option. Return to the Mode Select screen by highlighting EXIT and pressing the Start, A or C buttons.

## DIFFICULTY

There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).

## TIME LIMIT

You can set the time limit for the round.

## ROUNDS

You can adjust the number of rounds per match.

## DAMAGE

The level of damage can be changed from 1 to 4. This determines how much damage you inflict and how much damage you receive.

## TURBO

You can adjust the game speed here between 8 levels of TURBO. Adjust the number of stars for the level you want. The more stars outlined, the faster the level of TURBO.

## SHORTCUT

Set this to “on” and you can bypass the Mode Select screen in ARCADE MODE and jump right to the Character Select screen.

## PLAYER

You can switch each player between Human and COM (computer) in VS. MODE only.

## SOUND

Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system. Background Music (BGM) switches the music between Remix and Original.

## KEY

## CONFIGURATION

You can choose any button for your punch/kick function.

# BACKUP DATA

This allows you to load or save high score data and option settings. This game consumes 1 block of memory space. From the Mode Select screen, highlight BACKUP and press the Start, A or C buttons. Select one of the following options:

## SAVE DATA

Save the ARCADE MODE data into your Saturn internal memory.

## LOAD DATA

Load the data (high-score) from memory.

# SPECIAL FEATURES

Street Fighter Alpha 2 Gold offers many other great features. Here is a description of each:

## SUPER COMBO LEVEL GAUGE

Each time you execute normal moves and special moves, your Super Combo Gauge will build up. Your level will increase when the gauge reaches certain points, and then you will be able to perform Super Combos, Custom Combos and Alpha Counter moves.

When performing Super Combos, the amount of damage inflicted by a successful combo can be controlled depending on the buttons pressed. With the Super Combo Level Gauge at full power (Level 3) you can perform the Super Combo using 1, 2 or 3 attack buttons simultaneously to increase or decrease the number of hits inflicted. The more buttons you press simultaneously, the more damage will be inflicted but more power will be consumed from your gauge.

As a convenience, you can set one button on your controller to act as 3 Punch and one button to act as 3 Kick buttons when performing Super Combos.

## CUSTOM COMBOS

Street Fighter Alpha 2 Gold gives you more ways to play! Create your own rapid-fire assault of multi-combinations that will pulverize your opponent. When your Super Combo Level Gauge reaches Level 1 or above, you're ready to do a Custom Combo.

Here's what to do:

Press: **2P + K** or **2K + P**

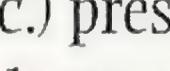
This activates the Custom Combo system. You will see your character explode into a Custom Combo. Right above the Super Combo Level Gauge will be the Custom Combo Timer. You only have a certain amount of time to create the Combo. Once the Timer reaches zero, the Combo will end.

While in the Combo, execute any punch, kick or special move to make up your multi-hit combination. Super Combo moves are not available in Custom Combos.

## ALPHA COUNTER

When you block your opponent's attack, press the Directional Buttons  in a smooth motion, then press a punch or kick button. This will perform an Alpha Counter attack, which is a quick counter move against your vulnerable opponent. Each character has 2 different Alpha Counters depending on which button you press. Alpha Counters consume 1 level on your Super Combo gauge.

## AVOID BEING FLOORED

When you are hit by a knock-down move (Dragon Punch, Leg Throw, etc.) press the Directional Buttons  in a smooth motion, then press any punch button. Your character will roll forward and avoid being floored by your opponent's move.

# THE ALPHA WARRIORS

## ADON

### SPECIAL MOVES

Rising Jaguar	➡️➡️➡️ + K
Jaguar Tooth	➡️➡️➡️➡️➡️➡️ + K
Jaguar Elbow	➡️ + MP
Jaguar Kick	➡️➡️➡️ + K

### SUPER COMBO

Jaguar Variable Assault	➡️➡️➡️➡️➡️ + P
-------------------------	----------------



## AKUMA

### SPECIAL MOVES

Go-shoryuken	➡️➡️➡️ + P
Red Hadoken	➡️➡️➡️➡️➡️➡️ + P
Teleport	➡️➡️➡️ + 3P or 3K
Forward Roll	➡️➡️➡️ + P

### SUPER COMBO

Messatsu-go-shoryuken	➡️➡️➡️➡️➡️➡️➡️➡️➡️ + P
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## BIRDIE

### SPECIAL MOVES

Bullhead	Hold ⬅️ for 2 seconds, then ➡️ + P
Choke Chain	360-degree motion, then P
Bullhorn	Hold 2P or 2K for 1 second, then release
Bandit Chain	360-degree motion, then K

### SUPER COMBO

Bull Revenger	➡️➡️➡️➡️➡️ + P
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## CHARLIE

### SPECIAL MOVES

Flash Kick	Hold <b>↓</b> for 2 seconds, then <b>↑ + K</b>
Back Fist	Press <b>→ + HP</b>
Sonic Boom	Hold <b>←</b> for 2 seconds, then <b>→ + P</b>
Top Kick	Press <b>→ + MK</b>

### SUPER COMBO

Sonic Barrage	Hold <b>←</b> for 2 seconds, then <b>→ ← → + P</b>
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## CHUN-LI

### SPECIAL MOVES

Spinning Air Kick	Hold <b>←</b> for 2 seconds, then <b>→ + K</b>
Fireball	<b>← ↗ ↓ ↘ + P</b>
Lightning Kick	<b>K</b> rapidly
Axe Kick	<b>→ ↗ ↓ ↘ ← + K</b>

### SUPER COMBO

Hazan-tensho-kyaku	Hold <b>↘</b> for 2 seconds, then <b>↗ ↗ ↗ + K</b>
--------------------	--



## DAN

### SPECIAL MOVES

Ko-ryu-ken	<b>→ ↘ ↗ + P</b>
Gadouken	<b>↖ ↗ → + P</b>
Dan-ku-kyaku	<b>↖ ↗ ← + K</b>
Roll Taunt	<b>↖ ↗ → + the L and the R buttons simultaneously</b>

### SUPER COMBO

Shinku-gadouken	<b>↖ ↗ → ↘ ↗ → + P</b>
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## DHALSIM

### SPECIAL MOVES

Yoga Blast	
Yoga Teleport	Press
Yoga Flame	
Yoga Fire	

### SUPER COMBO

Yoga Strike	
-------------	--



## GEN

### SPECIAL MOVES

Geki-ro (So-ryu)	
Hyaku-ren-ko (So-ryu)	P rapidly
Jya-sen (Ki-ryu)	Hold  for 2 seconds, then
Ouga (Ki-ryu)	Hold  for 2 seconds, then

### SUPER COMBO

Zen-ei (So-ryu)	
-----------------	--

Tip: Press **3P** for So-ryu style. Press **3K** for Ki-ryu style.



## GUY

### SPECIAL MOVES

Whirlwind Kick	
Hou-zan-to	
Dashing Crescent	
Run	

### SUPER COMBO

Bushin-hassou-ken	
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# KEN

## SPECIAL MOVES

Dragon Punch  $\blacktriangle \blacktriangledown \blacktriangle + P$

Hurricane Kick  $\blacktriangledown \blacktriangle \blacktriangle + K$

Fireball  $\blacktriangledown \blacktriangle \blacktriangle + P$

Roll  $\blacktriangledown \blacktriangle \blacktriangle + P$

## SUPER COMBO

Shadow Dragon  $\blacktriangledown \blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle + P$



# M. BISON

## SPECIAL MOVES

Head Press Hold  $\blacktriangledown$  for 2 seconds, then  $\blacktriangle + K$

Psycho Shot Hold  $\blacktriangle$  for 2 seconds, then  $\blacktriangle + P$

Double Knee Press Hold  $\blacktriangle$  for 2 seconds, then  $\blacktriangle + K$

Bison Warp  $\blacktriangle \blacktriangledown \blacktriangle + 3P$

## SUPER COMBO

Psycho Crusher Hold  $\blacktriangle$  for 2 seconds, then  $\blacktriangle \blacktriangle \blacktriangle + P$



# ROLENTO

## SPECIAL MOVES

Stinger  $\blacktriangle \blacktriangledown \blacktriangle + K + K$

Mekon Delta Escape  $\blacktriangledown \blacktriangle \blacktriangle + K + K$

Patriot Circle  $\blacktriangledown \blacktriangle \blacktriangle + P$

Mekon Delta Air Raid  $\blacktriangledown \blacktriangle \blacktriangle + P + P$

## SUPER COMBO

Mine Sweeper  $\blacktriangledown \blacktriangle \blacktriangle \blacktriangle \blacktriangle \blacktriangle + P$



## ROSE

### SPECIAL MOVES

Soul Throw	➡️➡️➡️ + P
Soul Reflect	➡️➡️➡️ + P
Soul Spiral	➡️➡️➡️ ➡️ + K
Soul Spark	➡️➡️➡️➡️ ➡️ + P

### SUPER COMBO

Aura Soul Throw	➡️➡️➡️➡️➡️ + P
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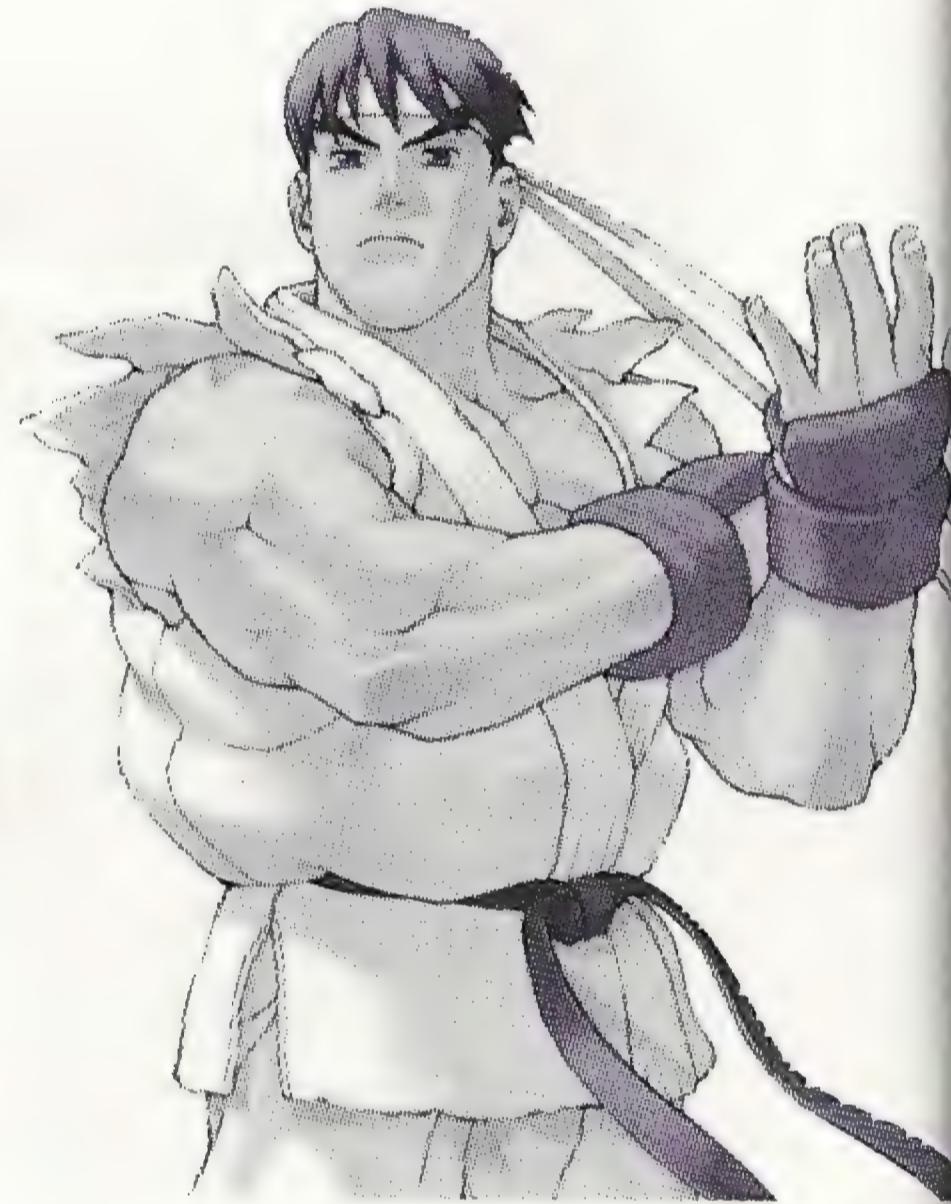
## RYU

### SPECIAL MOVES

Dragon Punch	➡️➡️➡️ + P
Hurricane Kick	➡️➡️➡️ + K
Fireball	➡️➡️➡️ ➡️ + P
Overhead Smash	➡️ + MP

### SUPER COMBO

Shinku-hadoken	➡️➡️➡️➡️➡️ ➡️ + P
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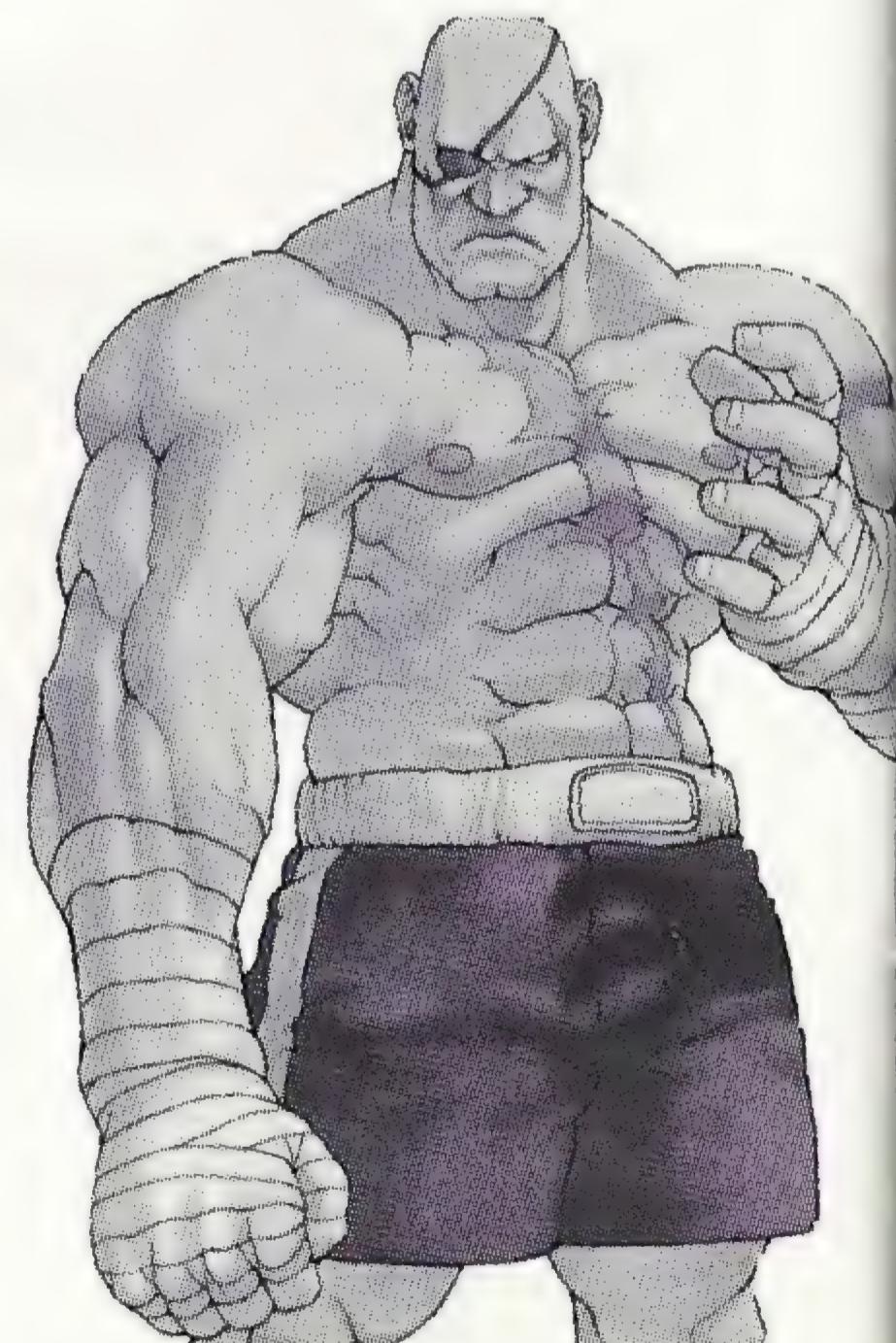
## SAGAT

### SPECIAL MOVES

Tiger Uppercut	➡️➡️➡️ + P
Ground Tiger Shot	➡️➡️➡️ ➡️ + K
Tiger Knee	➡️➡️➡️ + K
Tiger Shot	➡️➡️➡️ ➡️ + P

### SUPER COMBO

Tiger Genocide	➡️➡️➡️➡️➡️ ➡️ + K
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## SAKURA

### SPECIAL MOVES

Sho-oken  $\blacktriangleright \blacktriangledown \blacktriangleleft + P$

Hadoken  $\blacktriangledown \blacktriangleleft \blacktriangleright + P$

Shun-pu-kyaku  $\blacktriangledown \blacktriangleright \blacktriangleleft + K$

Flower Kick  $\blacktriangleright + MK$

### SUPER COMBO

Shinku-hadoken  $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft \blacktriangleright + P$



## SODOM

### SPECIAL MOVES

Butsu-metsu Buster 360-degree motion + P

Shira-ha Catch  $\blacktriangleright \blacktriangledown \blacktriangleleft + K$

Jigoku Scrape  $\blacktriangledown \blacktriangleleft \blacktriangleright + P$

Daikyo Burning 360-degree motion + K

### SUPER COMBO

Pummeler  $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft \blacktriangleright + P$



## ZANGIEF

### SPECIAL MOVES

Spinning Piledriver 360-degree motion + P

Double Lariat 3P or 3K

Flying Power Bomb 360-degree motion + K

Banishing Fist  $\blacktriangleright \blacktriangledown \blacktriangleleft + P$

### SUPER COMBO

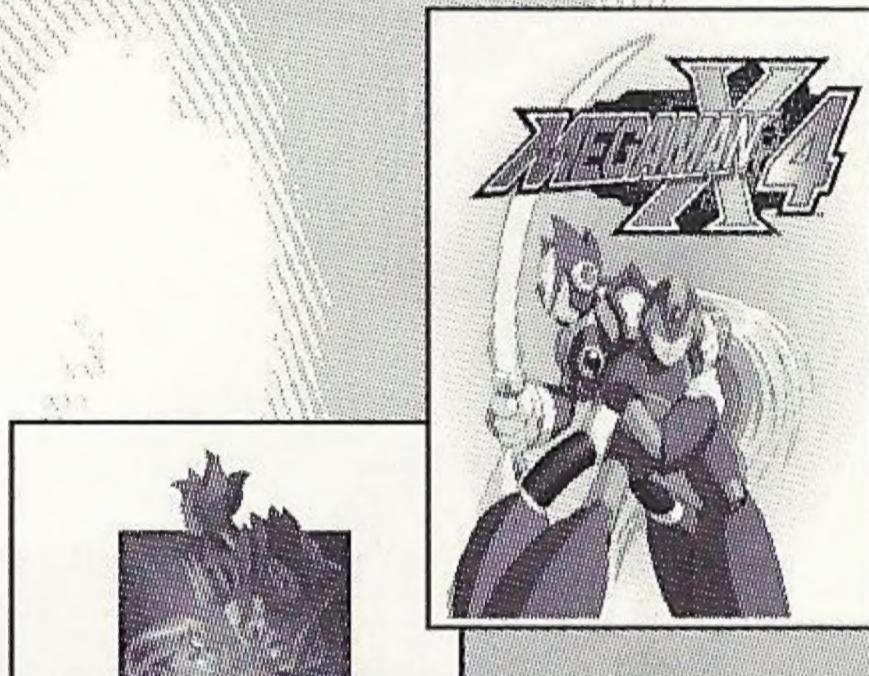
Aerial Russian Slam  $\blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangledown \blacktriangleleft + K$



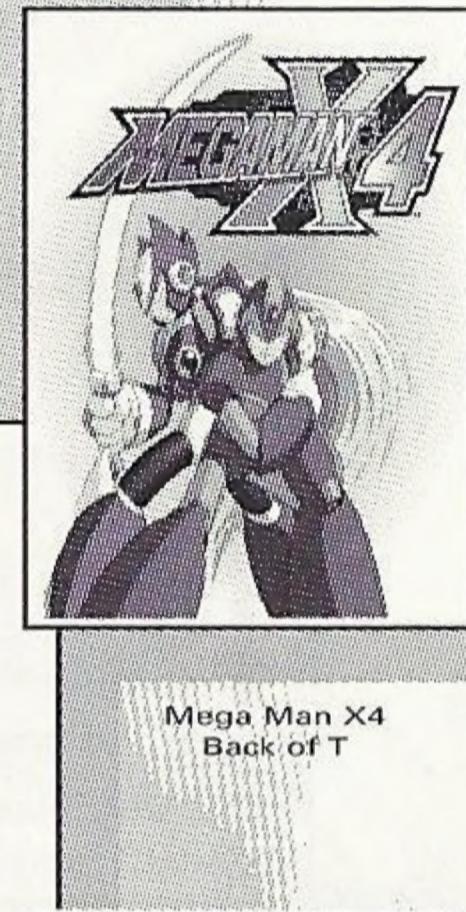
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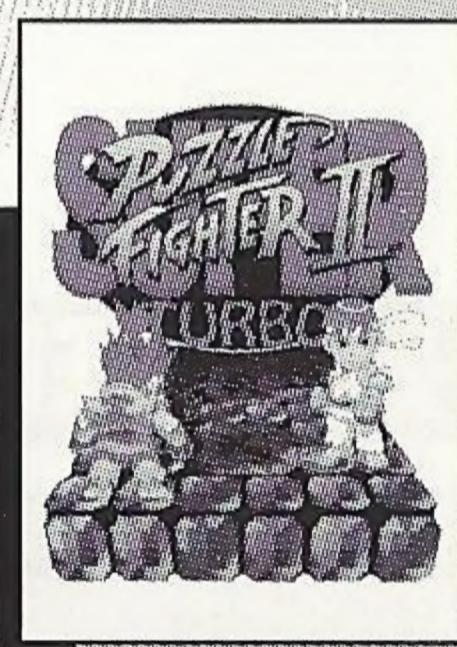
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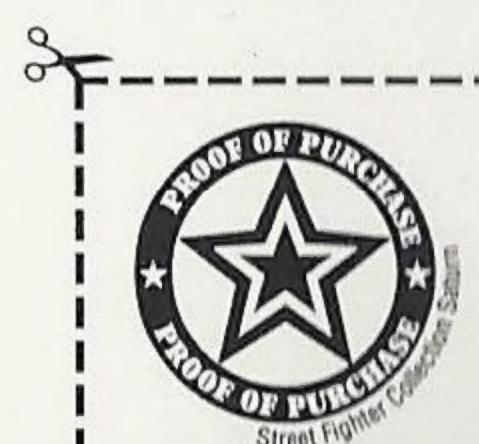
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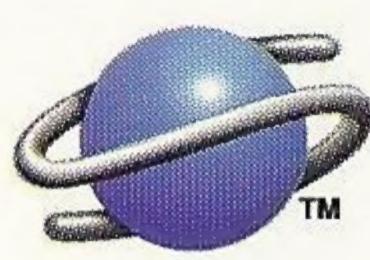
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